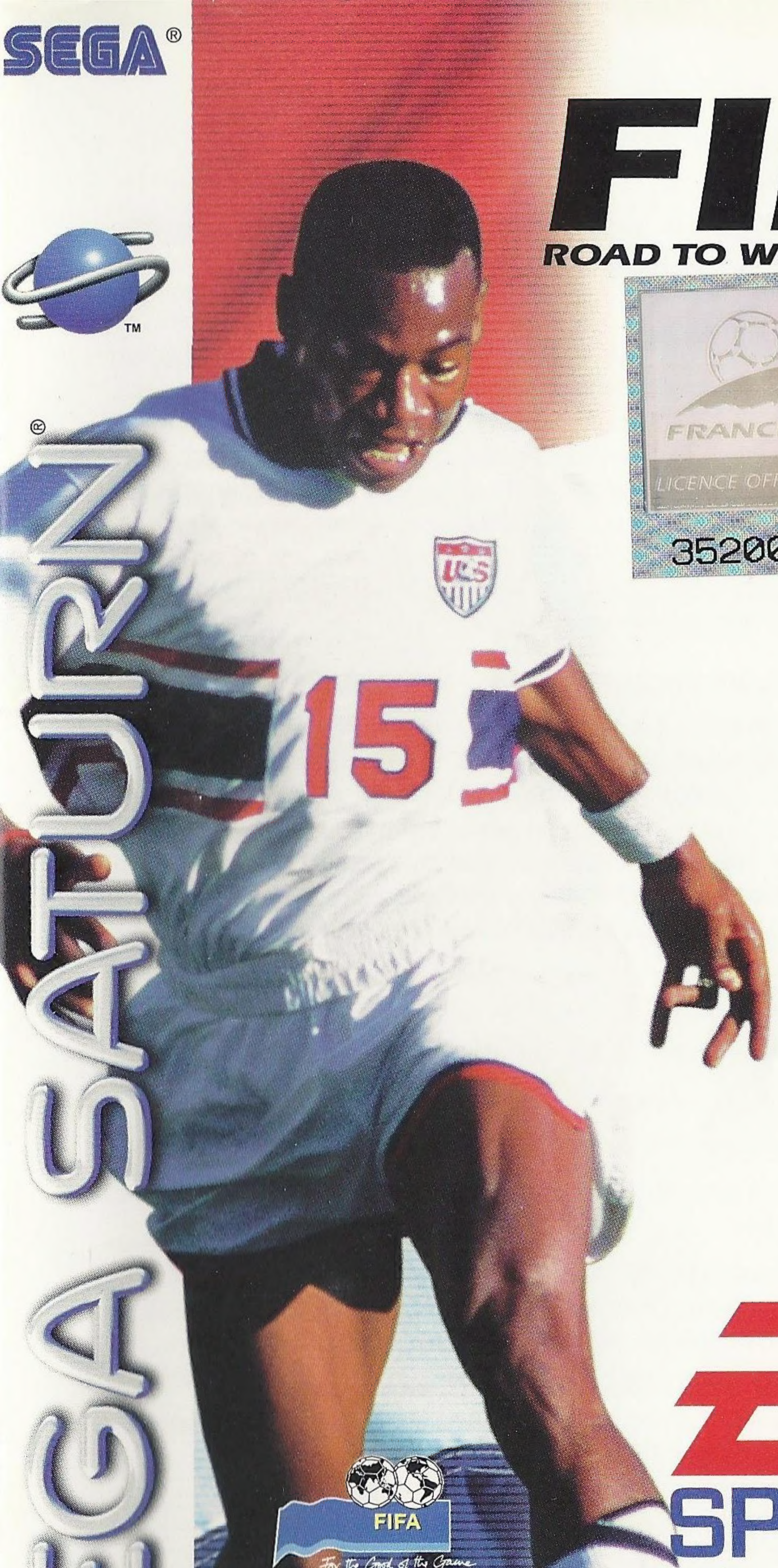
SEGA®

TM

FIFA
ROAD TO WORLD CUP 98



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KIDS TO ADULTS
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CONTENT RATED BY ESRB

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T-5025H

FIFA
ROAD TO WORLD CUP 98

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.
If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This official seal is your assurance that this product meets the highest quality standards of SEGA®. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN® SYSTEM.

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn® system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.
For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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FOR MORE INFO about this and other titles, check out EA SPORTS™ on the web at

www.easports.com

FIFA ROAD TO WORLD CUP 98

STARTING THE GAME

1. Turn ON the power switch on your Sega Saturn® system.
2. Make sure a Control Pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the *FIFA: Road to World Cup 98* disc inside.
4. Press **START** to bypass the opening video, then press **START** a second time to advance to the Main menu. (See *Main Menu* on p. 3.)

BASIC IN-GAME CONTROLS/ CONTROLES DE JUEGO BÁSICOS

This section offers a quick reference of in-game controls. For a detailed breakdown of the various moves you can perform on the pitch, see *Playing the Game* on p. 17.

- For menu navigation commands, see *Main Menu* on p. 3.

NOTE: When a player is in possession of the ball, D-Pad to move the player relative to the camera view.

ATTACK		ATAQUE
Run	D-Pad	*Correr*
Pass	**B**	*Pasar*
Shoot	**C**	*Disparar*
Lob	**A**	*Globo*
Sprint	**X**	*Acelerar*

DEFENSE		DEFENSA
Run	D-Pad	*Correr*
Switch player	**B**	*Cambio de jugador*
Tackle	**C**	*Entrada*
Slide tackle	**A**	*Entrada a ras de hiebra*
Sprint	**X**	*Acelerar*

NOTA: *Para instrucciones detalladas de juego en español, consulte Controles De Juego Detallados En Español en página 23.*

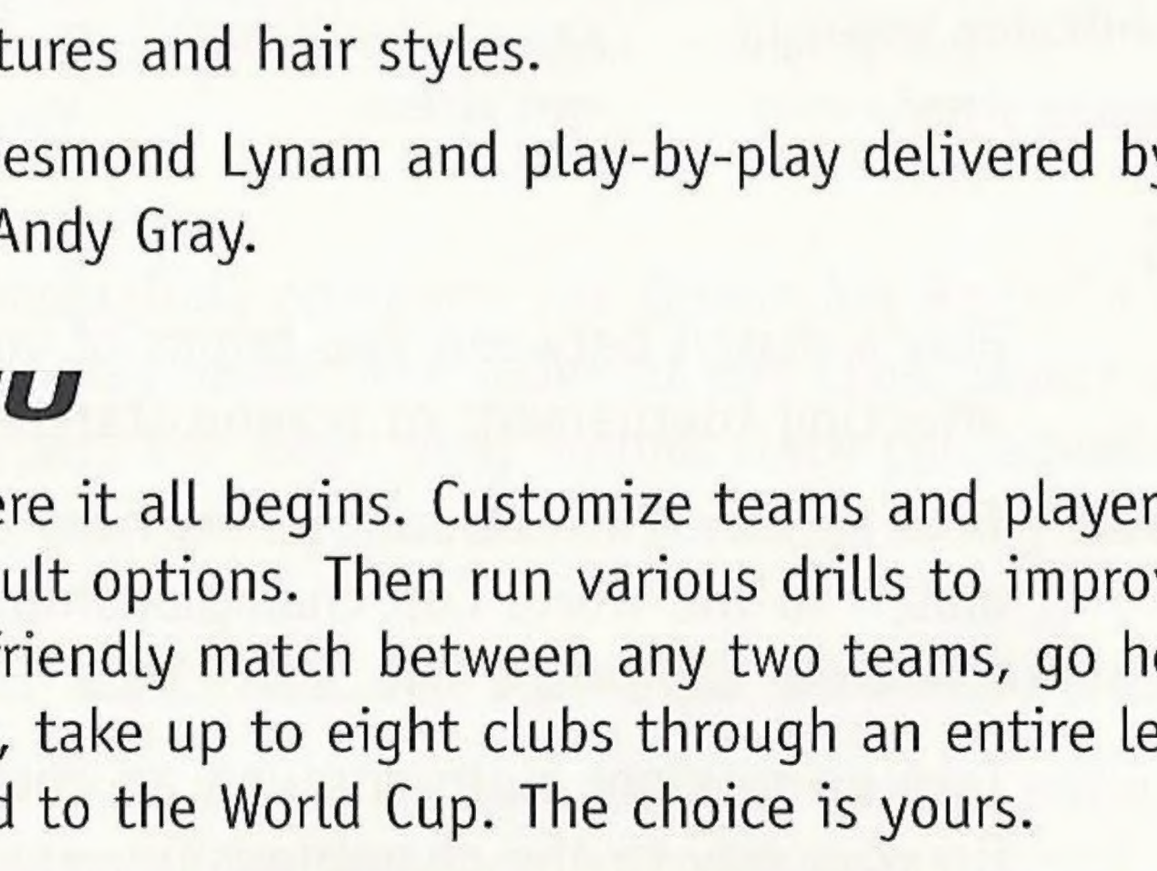
INTRODUCTION

Conquer fierce defenders and defeat entire nations on your quest to qualify for World Cup 98. The long road to France starts in initial qualifiers, with 172 teams from six international zones, each vying for a position in the finals. EA SPORTS presents the largest sporting event of the century—it's up to you to qualify!

- **NEW** Road to World Cup 98 mode allows you to take a team to the World Cup championship in France.
- League Play, with 189 clubs from 11 leagues.
- Super fast gameplay and responsive controls.
- Enhanced artificial intelligence provides both advanced attacking and defensive skills.
- 16 outdoor stadiums from six World Cup Qualifying Zones and one indoor stadium for exhibition matches.
- Authentic team chants and crowd sounds.
- Detailed facial features and hair styles.
- Introductions by Desmond Lynam and play-by-play delivered by the legendary John Motson and Andy Gray.

MAIN MENU

The Main menu is where it all begins. Customize teams and players and set team management and default options. Then run various drills to improve your overall ability, play a single friendly match between any two teams, go head-to-head in a Penalty Shootout, take up to eight clubs through an entire league schedule, or start down the road to the World Cup. The choice is yours.

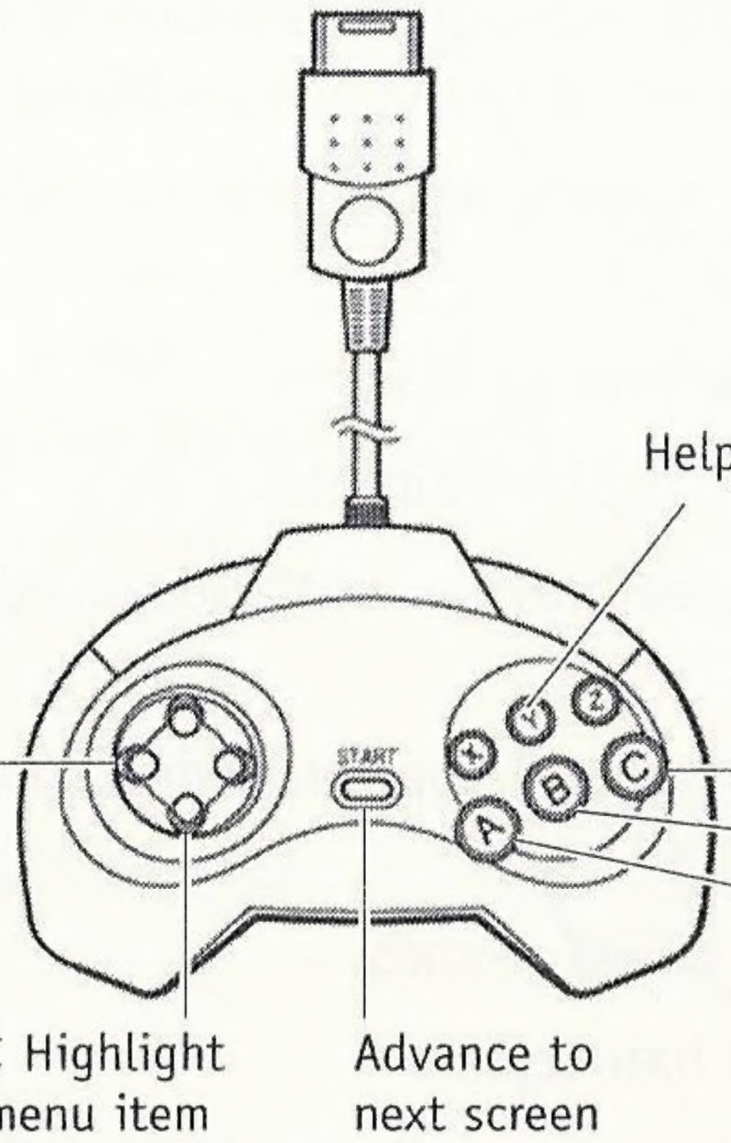


MENU SCREENS ARE DIVIDED INTO SECTIONS.
TO CYCLE SECTIONS, PRESS **A**.

FIFA ROAD TO WORLD CUP 98

MENU CONTROLS

Controls are the same for most *FIFA: Road to World Cup 98* menu screens. (Differences are noted in the appropriate sections.)



MAIN MENU ITEMS

FRIENDLY
Play a match between two teams of your choice without affecting tournament or league standings.

ROAD TO WORLD CUP 98
Take up to eight national teams from the first qualification match to the World Cup championship. (See *On the Road to the World Cup* on p. 5.)

LEAGUE
Take up to eight clubs through an entire league schedule. On your way to the championship, you play every team in that league twice.

➡ Before playing a match, you can view league standings and simulate matches.

TRAINING
Practice your gameplay skills. Select a team and run through a number of offensive or defensive drills. (See *Training* on p. 28.)

PENALTY SHOOTOUT
The ultimate one-on-one contest. (See *Penalty Shootout* on p. 29.)

CUSTOMIZE SQUAD
Edit team and player attributes or perform club and national team transfers. (See *Customize Squad* on p. 29.)

CREDITS
View the folks who created *FIFA: Road to World Cup 98*.

TEAM MANAGEMENT — Set team rosters, tactics, formation, and positioning. (See *Team Management* on p. 34.)

OPTIONS — Set Default Options. (See *Options* on p. 32.)

LOAD GAME — Load one of up to eight user saved games stored in your Saturn's internal memory or the external memory cartridge. (See *Saving and Loading Games* on p. 34.)

NOTE: You can select TEAM MANAGEMENT, OPTIONS, and LOAD GAME from most game setup screens.

ON THE ROAD TO THE WORLD CUP

The road to the World Cup starts here. *FIFA: Road to World Cup 98* consists of a Qualifying Round, First Round, and Final Round tournament. After you successfully complete the Qualifying Round, you advance to the First Round.

EA TIP

This section of the manual provides setup instructions, a general overview of qualification guidelines, and specified procedures for each geographical zone.

NOTE: After you successfully complete the Qualifying Round and save your progress, you may restart the game at any time, select any national team and bypass the Qualifying Round. Once you advance to the Final Round, you may bypass the First Round at any time.

SET UP THE QUALIFYING ROUND

After you select ROAD TO WORLD CUP 98 from the Main menu, enter the Qualifying Round and choose your team(s) for the opening tournament.

FIFA ROAD TO WORLD CUP 98

TEAM SELECT SCREEN

172 international teams from six geographical zones compete for the chance to bring home the World Cup. Select up to eight teams to take through each critical qualifying round.

D-Pad ↕ to toggle between team/zone.

D-Pad ↔ to cycle 6 available zones and 172 teams.

Press **C** to select/deselect a team to control.

Team Ratings

PRESS **START** TO CONTINUE.

GEOGRAPHICAL ZONES

For information specific to each zone, see *World Cup Qualification Zones and Matchups* on p. 10.

CONMEBOL: Confederación Sudamericana De Futból

OFC: Oceania Football Confederation

AFC: Asian Football Confederation

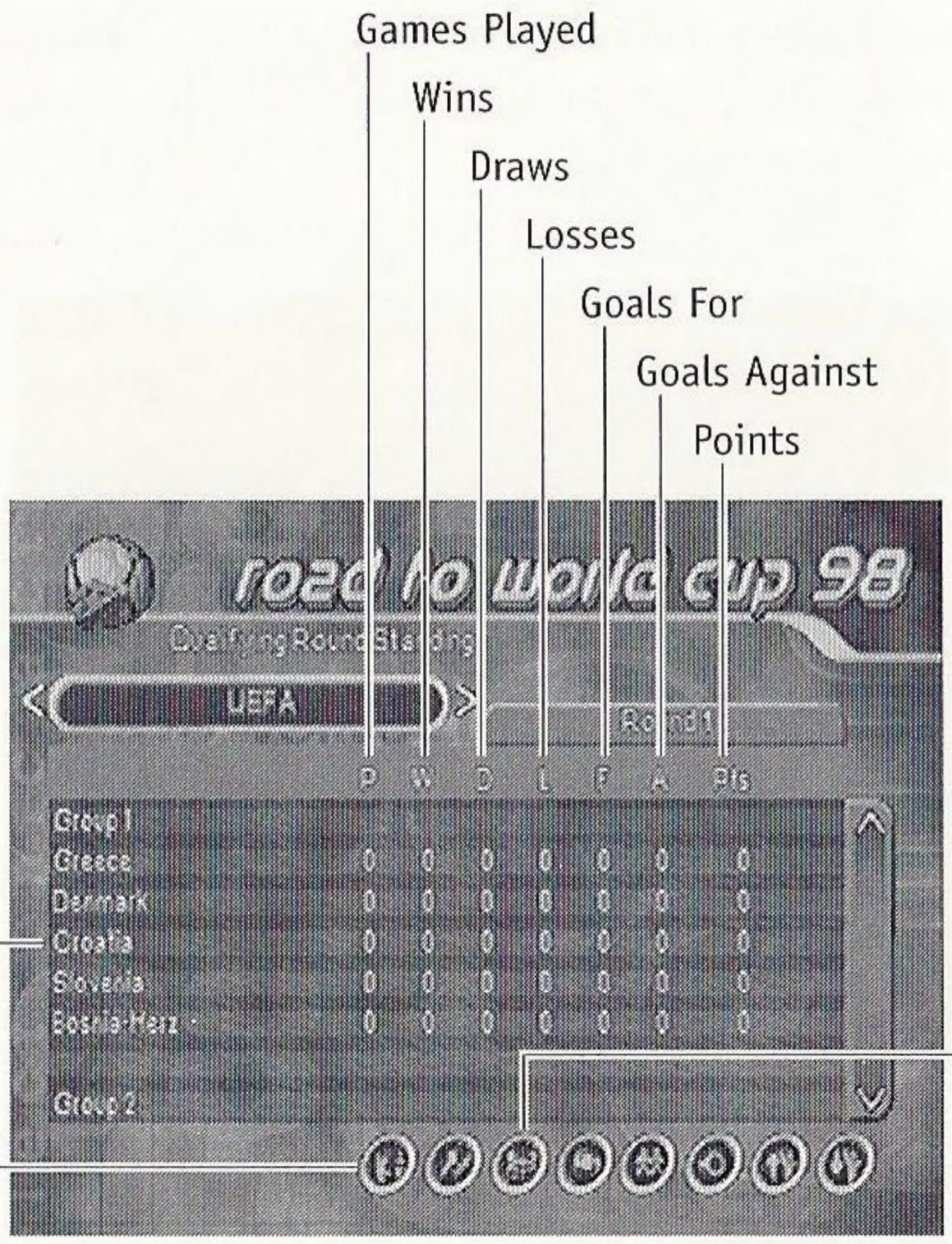
UEFA: Union Of European Football Association

CONCACAF: Confederation Of North, Central American And Caribbean Association Football

CAF: Confederation Africaine De Football

STANDINGS SCREEN

Following each match, the Standings screen updates you on the latest results and allows you to view current performance charts. This is also your first opportunity to save your tournament in progress.



PRESS **START** TO CONTINUE.

STANDINGS POINTS

Following a Round Robin match, teams receive points—the total appears in the far right column of the Standings roster. The team with the most points qualifies for the subsequent round. (For a complete description of the qualification procedure for each zone, see *World Cup Qualification Zones and Matchups* on p. 10.)

Points are awarded as follows:

WIN	**3**
DRAW	**1**
LOSS	**0**

FIFA ROAD TO WORLD CUP 98

FIXTURES SCREEN

View up-to-date schedules and the details of your next match.

- To leave the fate of your match in the hands of the computer, select the Simulate button (Qualifying Round only). The upcoming match is simulated and the subsequent match becomes available.

EA TIP

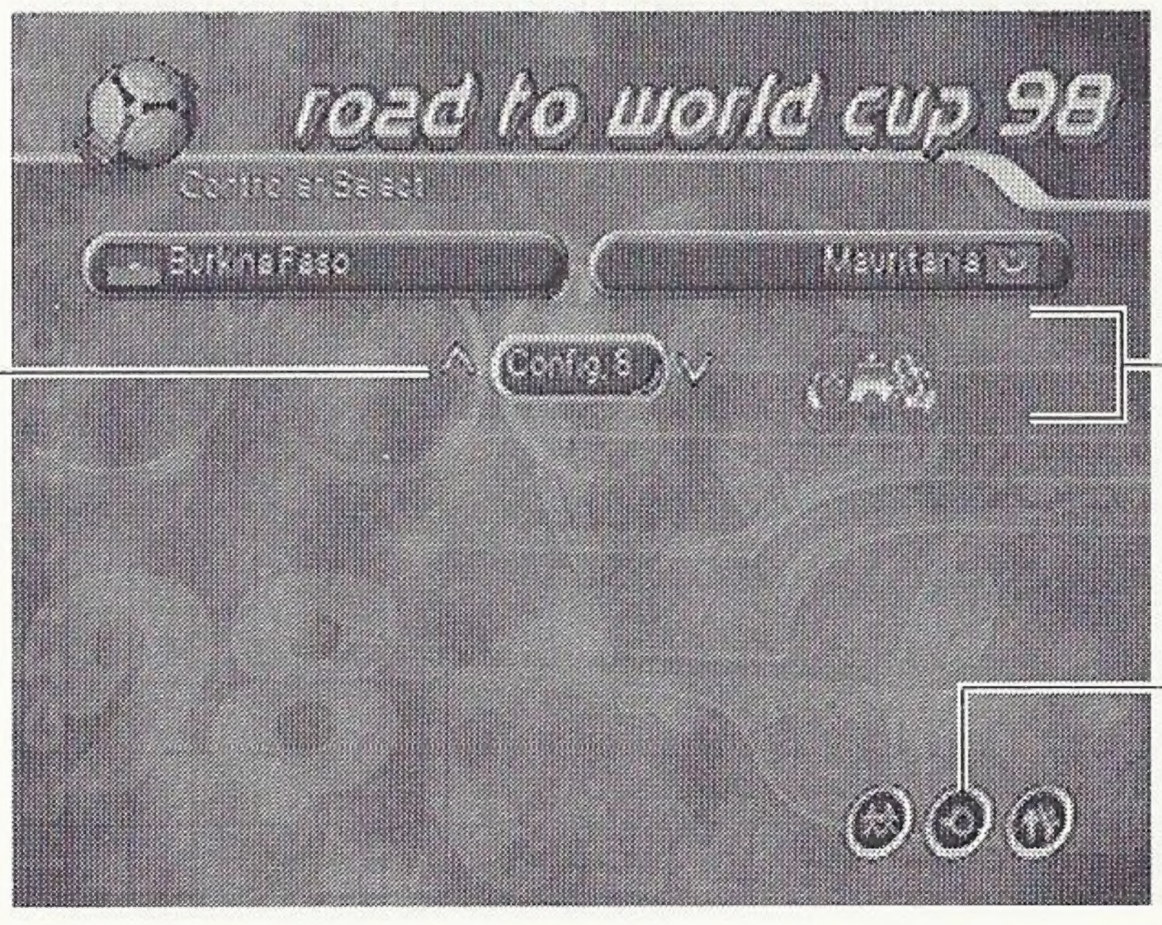
Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when the tournament is saved.

CONTROLLER SELECT SCREEN

Select the team you wish to control and your controller configuration.

EA TIP

NEW to *FIFA: Road to World Cup 98*, save up to eight customized controller configurations. (See *Controller Options* on p. 33.)



STADIUM SELECT SCREEN

Select one of sixteen national stadiums and set the half length and weather (pitch) conditions.

EA TIP

The ball rolls farther and bounces higher on a dry pitch.

D-Pad ↔ to cycle choices.

D-Pad ↕ to highlight options.

OVERVIEW OF THE QUALIFICATION PROCESS

Following are the basic guidelines and procedures for the 1998 World Cup Final in the Stade de France.

GUIDELINES

- The World Cup Final consists of three rounds: Qualifying, First Round, and Final Round.
- 172 teams in six Geographical Zones begin the tournament; 32 advance to the First Round; 16 advance to the Final Round. (See *World Cup Qualification Zones and Matchups* on p. 10 for descriptions of each Zone and its qualifying procedures.)

BYES

- In the 1998 World Cup, Brazil and France are scheduled to receive byes in the Qualifying Round and begin play in the First Round. (Brazil was the champion in 94, and France is the host in 98.) However, if you select one of these teams for the Qualifying Round, a random team from their respective Zone receives a bye.
- Some teams receive byes within their Zone's Qualifying Round. If you control one of these teams, your team automatically advances to the appropriate sub-round within that Zone.

TIEBREAKING FORMATS

Round Robin Tournament

If teams have the same point total:

- Goal difference ("goals for" minus "goals against"). If the difference is equal, the team that scored the most goals wins.
- If teams are still tied, the number of goals scored in direct encounters determines the winner.
- If teams are still tied, officials draw lots.

Home-and-Home Series

If teams share the same number of aggregate goals:

- Goals scored while designated the "away" team determines the winner.
- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

Single Game Elimination

If teams are tied at the end of regulation time:

- Result of Extra Time: Teams play two 15-minute, sudden-death halves.
- Penalty Kicks: Each team takes five shots. If teams remain tied after five penalty kicks, teams shoot single-shot rounds until one team scores and the other doesn't in the same round.

WORLD CUP QUALIFICATION ZONES AND MATCHUPS

Following is a complete description of the qualification procedures for each of the six geographical Zones: CONMEBOL, OFC, AFC, UEFA, CONCACAF, and CAF.

CONMEBOL

ZONE 1: CONFEDERACIÓN SUDAMERICANA DE FUTBÓL (CONMEBOL)

10 Nations enter; 4 teams advance + Brazil

ZONE 1: CONMEBOL TEAMS

Brazil (Bye)	Colombia
Ecuador	Argentina
Paraguay	Uruguay
Bolivia	Chile
Peru	Venezuela

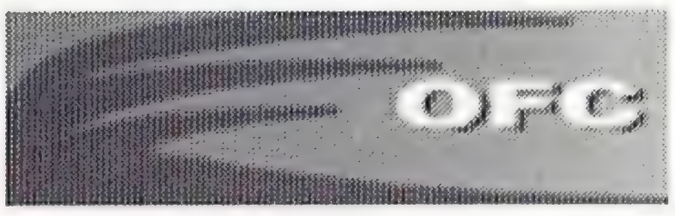
BYES

➡ Brazil receives a bye and automatically qualifies for the World Cup. If you control Brazil, another (random) team from this Zone receives a bye.

CONMEBOL QUALIFYING ROUND

➡ One group of nine teams plays a double Round Robin schedule.

➡ The top four teams plus Brazil qualify for the World Cup.



ZONE 2: OCEANIA FOOTBALL CONFEDERATION (OFC)

10 Nations enter; 1 team or no teams advance

ZONE 2: OFC TEAMS

MELANESIAN GROUP	POLYNESIAN GROUP	ROUND 1 & 2 BYE TEAMS
Papua New Guinea	Western Samoa	Tahiti
Solomon Islands	Cook Islands	Australia
Vanuatu	Tonga	New Zealand
		Fiji

BYES

➡ If you control any Round 1 and 2 bye teams (Tahiti, Australia, New Zealand, Fiji), you play their games at the start of Round 3.

OFC ROUND 1

➡ The Melanesian and Polynesian Groups both play Round Robin schedules.

➡ The winner of the Melanesian group advances to Round 3.

OFC ROUND 2

➡ The runner-up of the Melanesian Group and the winner of the Polynesian Group play a single match. The winner advances to Round 3.

OFC ROUND 3

➡ Two groups of three teams each play a double Round Robin. The winner from each group advances to Round 4.

OFC ROUND 4

➡ The Group 1 winner plays the Group 2 winner in a Home-and-Home series.

OFC ROUND 5

➡ Winner plays a Home-and-Home series vs. the fourth place team in the AFC (Zone 3). The winner qualifies for the World Cup.

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ZONE 3: ASIAN FOOTBALL CONFEDERATION (AFC)

36 Nations enter; 3 or 4 teams advance

ZONE 3: AFC TEAMS

GROUP 1	GROUP 2	GROUP 3	GROUP 4	GROUP 5
Saudi Arabia	Iran	United Arab Emirates	Japan	Uzbekistan
Malaysia	Syria	Bahrain	Oman	Indonesia
Bangladesh	Maldives	Jordan	Nepal	Yemen
Chinese Taipei	Kyrgyzstan		Macao	Cambodia

GROUP 6	GROUP 7	GROUP 8	GROUP 9	GROUP 10
South Korea	Kuwait	China	Iraq	Qatar
Thailand	Lebanon	Turkmenistan	Kazakhstan	Sri Lanka
Hong Kong	Singapore	Vietnam	Pakistan	India
		Tajikistan		Philippines

AFC ROUND 1

- There are ten groups of three or four teams. Each group plays a double Round Robin.
- Group winners advance to Round 2.

AFC ROUND 2

- Ten group winners are divided into two groups of five teams.
- Both groups play a single Round Robin schedule.
- The winner and the runner-up in each group (four teams total) advance to Round 3. Three of these teams automatically qualify.

AFC ROUND 3

- The two Round 2 winners already qualify for the World Cup and play a final AFC Championship match.
- Two Round 2 runners-up compete in a third place playoff. The winner qualifies for the World Cup.

AFC ROUND 4

- The team that loses the third place playoff plays the winner of OFC (Zone 2) in a Home-and-Home series. The winner qualifies for the World Cup.

ZONE 4: UNION OF EUROPEAN FOOTBALL ASSOCIATION (UEFA)

50 Nations enter; 14 teams + France advance

ZONE 4: UEFA TEAMS

GROUP 1	GROUP 2	GROUP 3
Greece	England	Norway
Denmark	Italy	Switzerland
Croatia	Georgia	Hungary
Slovenia	Poland	Azerbaijan
Bosnia-Herzegovina	Moldova	Finland

GROUP 4	GROUP 5	GROUP 6
Sweden	Russia	Yugoslavia
Scotland	Israel	Slovakia
Austria	Bulgaria	Czech Republic
Belarus	Luxembourg	Spain
Estonia	Cyprus	Faroe Islands
Latvia		Malta

GROUP 7	GROUP 8	GROUP 9
Wales	Republic of Ireland	Ukraine
Belgium	Romania	Armenia
Netherlands	Lithuania	Germany
Turkey	FYR Macedonia	Portugal
San Marino	Iceland	Northern Ireland
	Liechtenstein	Albania

BYES

➡ France receives a bye and automatically qualifies for the World Cup. If you control France, another (random) team from this Zone receives a bye.

FIFA ROAD TO WORLD CUP 98

UEFA ROUND 1

➡ Nine groups of five or six teams each play a double Round Robin schedule. The nine group winners and the best runner-up qualify for the World Cup.

➡ To determine the best runner-up of the nine groups (after the group ranking is complete) only the matches played against the teams ranking first, third and fourth in each group are considered. The following conditions apply in this order:

Points gained in matches against teams coming first, third and fourth; goal difference in these games; higher number of goals scored in these games; higher number of goals scored against these opponents in the away games.

UEFA ROUND 2

➡ The eight other runners-up (one from each group) are drawn by lots into four pairs and play a qualifying Home-and-Home series. The four winners determined by these pairings qualify for the World Cup.

CONCACAF

ZONE 5: CONFEDERATION OF NORTH, CENTRAL AMERICAN AND CARIBBEAN ASSOCIATION FOOTBALL (CONCACAF)

30 Nations enter; 3 teams advance

ZONE 5: CONCACAF TEAMS

CARIBBEAN GROUP

Aruba	Grenada	Antigua	Haiti
Bahamas	Jamaica	Bermuda	Netherlands Antilles
Barbados	Puerto Rico	Cayman Islands	St. Kitts/Nevis
Cuba	St. Lucia	Dominica	St. Vincent & Grenadines
Dominican Republic	Surinam	Guyana	Trinidad and Tobago

CENTRAL AMERICAN GROUP

Belize	Guatemala	Nicaragua	Panama

BYES

If you control a bye team from any round(s), you play that team's game at the start of the following round. (e.g., If you control the United States, the U.S. team becomes available at the start of the Semifinal Round.)

➡ *Round 1:* Bermuda, Barbados, Cayman Islands, Cuba, Haiti, Jamaica, Netherlands Antilles, Puerto Rico, St. Lucia, St. Vincent & Grenadines, Surinam, and Trinidad and Tobago

➡ *Round 1/2:* Belize, Guatemala, Nicaragua, and Panama

➡ *Round 1/2/3:* Canada, Costa Rica, El Salvador, Honduras, Mexico, and U.S.

CONCACAF ROUND 1

➡ The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 2.

Aruba vs. Dominican Republic

Guyana vs. Grenada

Bahamas vs. St. Kitts/Nevis

Dominica vs. Antigua

CONCACAF ROUND 2

➡ The following Caribbean Group teams play a Home-and-Home series. Winners advance to Round 3.

Surinam vs. Jamaica

Cayman Islands vs. Cuba

Bahamas-St. Kitts winner vs. St. Lucia

Guyana-Grenada winner vs. Haiti

Bermuda vs. Trinidad and Tobago

Puerto Rico vs. St. Vincent & Grenadines

Dominica-Antigua winner vs. Barbados

Aruba-Dominican Republic winner vs. Netherlands Antilles

CONCACAF ROUND 3

➡ The remaining Caribbean Group teams play a Home-and-Home series against one opponent (draw to be held after Round 2 games). The four winners advance to the Semifinals.

➡ The following Central American Group teams play a Home-and-Home series. Winners advance to the Semifinals:

Nicaragua vs. Guatemala

Belize vs. Panama

CONCACAF SEMIFINAL ROUND

➡ Three groups of four teams—each plays a double Round Robin.

➡ The top two teams from each group advance to a final round.

GROUP 1	GROUP 2	GROUP 3
United States	Canada	Mexico
Costa Rica	El Salvador	Honduras
Guatemala-Nicaragua winner	Belize-Panama winner	Caribbean Round 3 qualifier
Caribbean Round 3 qualifier	Caribbean Round 3 qualifier	Caribbean Round 3 qualifier

CONCACAF FINAL ROUND

➡ Six teams play a double Round Robin schedule.

➡ Top three teams advance to World Cup.

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ZONE 6: CONFEDERATION AFRICAINE DE FOOTBALL (CAF)

36 Nations enter; 5 teams advance

ZONE 6: CAF TEAMS

Nigeria	Zambia	Kenya	Sierra Leone
Egypt	South Africa	Burundi	Madagascar
Cameroon	DR Congo	Mauritania	Cote d'Ivoire
Morocco	Angola	Mozambique	Mauritius
Liberia	Zimbabwe	Malawi	Rwanda
Tunisia	Togo	Uganda	Algeria
Burkina Faso	Guinea	Guinea-Bissau	Senegal
Namibia	Gabon	Gambia	Sudan
Congo	Ghana	Swaziland	Tanzania

BYES

➡ If you control any Round 1 bye teams (Cameroon, Egypt, Morocco and Nigeria), you play their games at the start of Round 2.

CAF ROUND 1

➡ The following teams play a Home-and-Home series. Winners advance to Round 2:

Togo vs. Senegal
Tanzania vs. Ghana
Sudan vs. Zambia
Rwanda vs. Tunisia
Swaziland vs. Gabon
Guinea-Bissau vs. Guinea
Uganda vs. Angola
Mauritius vs. DR Congo
Madagascar vs. Zimbabwe
Mauritania vs. Burkina Faso
Namibia vs. Mozambique
Congo vs. Cote d'Ivoire
Burundi vs. Sierra Leone
Kenya vs. Algeria
Malawi vs. South Africa
Gambia vs. Liberia

CAF ROUND 2

➡ The 16 winners from Round 1, plus Cameroon, Egypt, Morocco, and Nigeria are placed into five groups of four teams (draw occurs after Round 1).

➡ Each group plays a double Round Robin schedule. Five winners advance to the World Cup.

PLAYING THE GAME

The road to the World Cup is long and unforgiving. If you fail, your country must wait four more years for their chance to capture the Cup. Pull out all the stops to take your team all the way. Following is a detailed breakdown of every move you can perform on the pitch.

YOUR TEAM HAS THE BALL...

KICK OFF

The game starts with a kick off from the centre spot. A kick off also follows a goal and starts the second half.

- To **kick off**, press **B**.

EA TIP

The longer you hold the action button (*A*, *B*, or *C*), the more powerful your lob, pass, or shot.

PASS

Move the ball down the pitch with crisp, clean passes from player to player.

- To **pass** the ball to a teammate, D-Pad towards the receiver and press **B**.
- To perform a **pass that leads the receiver**, D-Pad towards the receiver and double-tap **B**.

Passback Mode

After a pass you can return the ball to the original carrier with the push of a button.

To perform a passback:

1. Press **Y** + D-Pad to pass the ball and enter passback mode. You retain control of the original ball carrier.
2. Press **B** to passback. The receiver returns the ball to the original carrier.

- To perform a passback but control the receiver, double-tap **Y**.
- To cancel passback mode, tap **Y**. You control the receiver.

LOB

When a pass on the ground is likely to be intercepted, lob the ball high over your opponent's head.

- To **lob** to a teammate, press **A**.
- To **flick the ball to yourself**, double-tap **A**.
- To perform a **lob that leads the receiver**, tap and hold **A**.

SPRINT

When your usual pace isn't cutting it, break into a sprint.

NOTE: Too much sprinting tires players.

- For a burst of **speed**, press or tap **X**.

EVADE TACKLE/DIVE

Every team is hungry for the Cup. Expect heavy defense and plenty of attempted steals.

- To **jump** a slide tackle, press **Z**.
- To **dive** to draw a foul, double-tap **Z**.

SKILL MOVES

Perform dozens of skillful moves by combining **Right SHIFT** or **Left SHIFT** with a variety of action buttons (**A**, **B**, **C**, **X**, **Y**, **Z**).

EXAMPLE 1: Tap **Right SHIFT** for a quick move to the right.

EXAMPLE 2: Hold **Left SHIFT** or **Right SHIFT** + **X**. The player performs a 360° spin.

SHOOT

Shoot! Shoot! You can't score if you don't shoot.

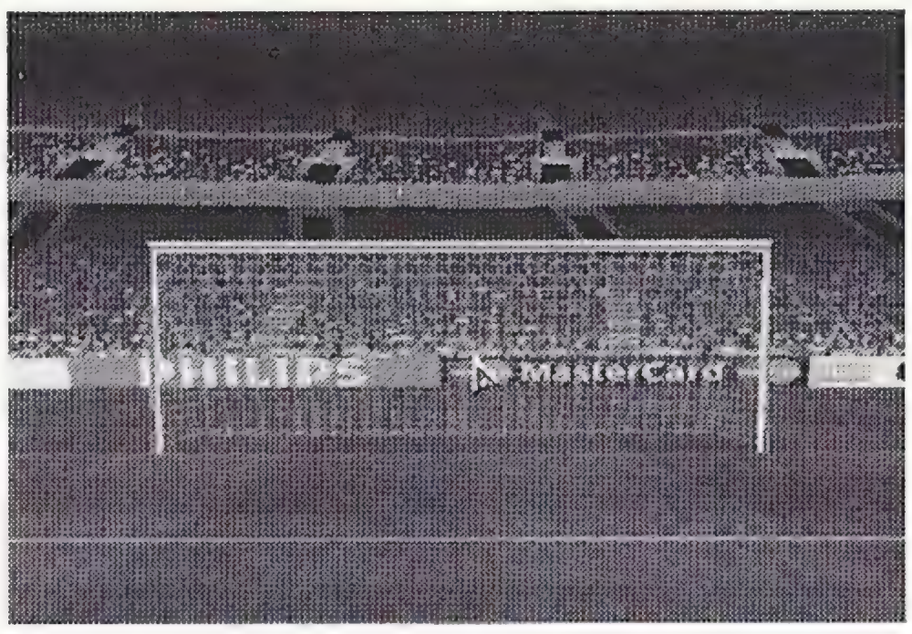
- To **shoot**, press **C**. Your player shoots the ball at the opponent's net.
- For a quick, **low shot** on the net, tap **C**.
- For a short, **lofting shot**, double-tap **C**.

Shot Targeting

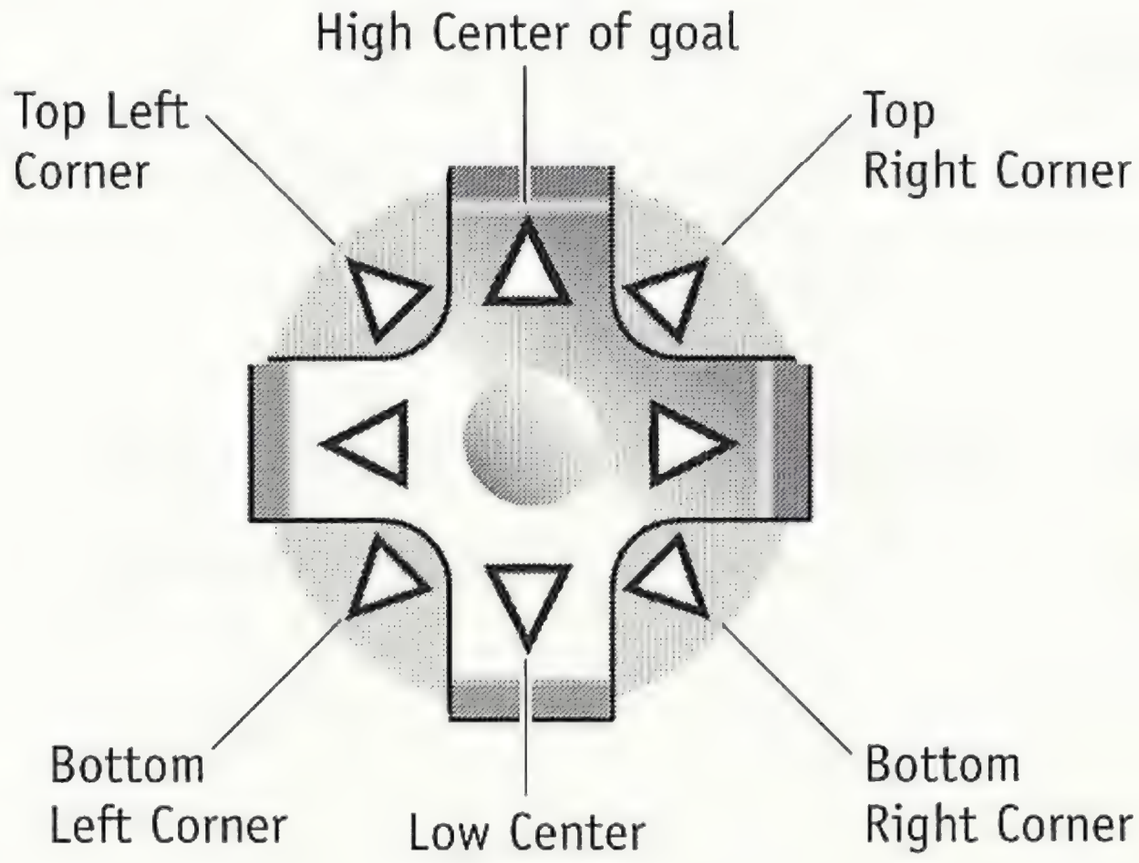
While you hold **C** (shoot), D-Pad to direct the ball relative to the camera view.

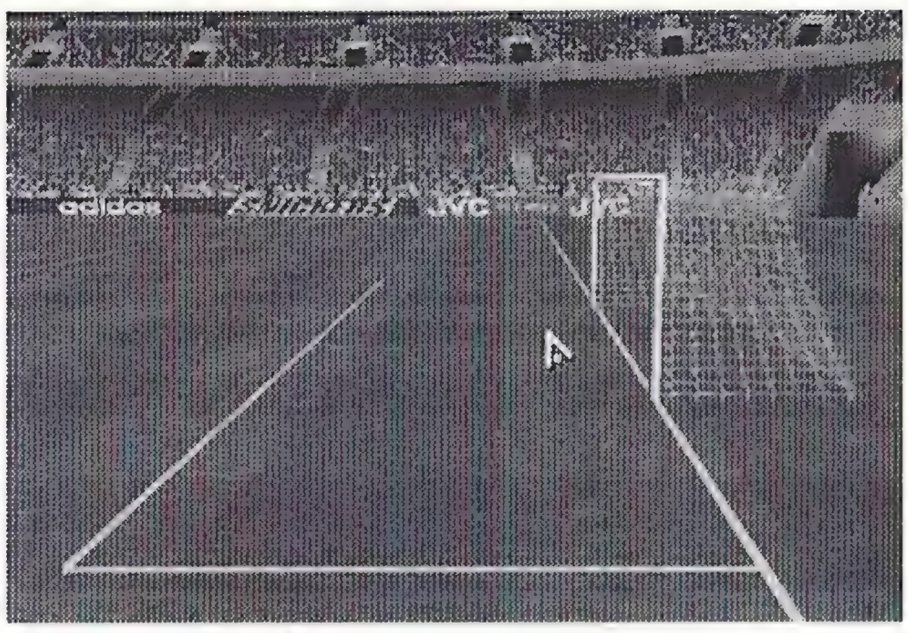
EA TIP

To perform sound effects after scoring or conceding a goal, press *A*, *B*, *C*, or *X*.

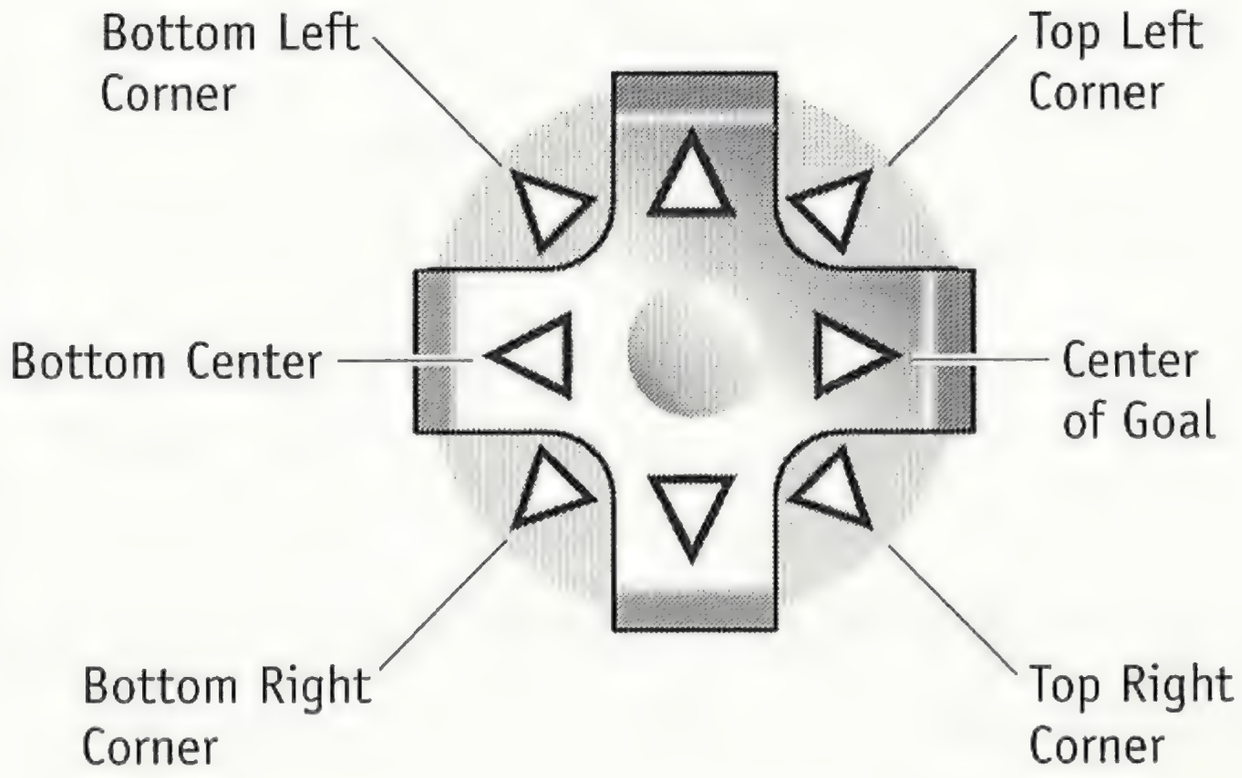


BALL CAMERA





SIDELINE CAMERA



THE OPPOSITION HAS THE BALL...

SWITCH PLAYER

- To **switch control** between marking players, press or tap **B**. You control the defender closest to the ball.

TACKLE

If you're marking the ball carrier, and he begins to pull away, tackle him to gain possession of the ball.

- To stop your opponent's progress and **steal** the ball, press **C**.
- To clip the ball away with a **slide tackle**, press **A**.

Aggressive Moves

When you must stop the ball at all costs, get aggressive.

NOTE: A player who performs an aggressive move is likely to be booked.

- To perform a **vicious tackle** or **lunge**, press **Y**.
- To perform a **hip check** or **elbow**, double-tap **Y**.

SPRINT

To catch an elusive ball carrier or intercept a pass, turn up the speed.

NOTE: Too much sprinting tires players.

- For a burst of **speed**, press or tap **X**.

THE BALL IS IN MID-AIR...

HEADER

When the ball is in mid-air, and you are closely marked by the opposition, a header is the best move to gain possession of the ball.

- To perform a **high header** hold **A**.
- To perform a **headed pass** hold **B** + D-Pad.
- To perform a **headed shot** on goal hold **C**.

EA TIP

For aerial balls, activate the moves as early as possible to gain the advantage. Hold the button until your player makes contact with the ball.

VOLLEY

A volley is the perfect move if you have plenty of time.

- To perform a **high volley**, tap, then hold **A**.
- To perform a **volleyed pass**, tap, then hold **B**.
- To perform a **volleyed shot** or **bicycle kick**, tap, then hold **C**.

THE KEEPER HAS THE BALL ...

After your keeper makes the save, you gain control.

- For a short **throw** directly to a teammate, press **A** or **B**.
- To **drop kick** the ball up the middle, press **C**.
- To **drop the ball** to the keeper's feet, press **Z**. The keeper functions as a field player.

IN DEAD BALL SITUATIONS...

The ball is considered a Dead Ball when it is kicked (or thrown) from a fixed position.

FREE KICK, CORNER KICK, AND GOAL KICK

FREE KICK	A foul occurs. A free kick is awarded to the non-offending team.
CORNER KICK	The ball passes over the goal line, missing the goal, and a defender is the last to make contact with the ball. A corner kick is awarded to the attacking team.
GOAL KICK	The ball passes over the goal line, missing the goal, and an attacker is the last to make contact with the ball. A goal kick is awarded to the defending team.

EA TIP

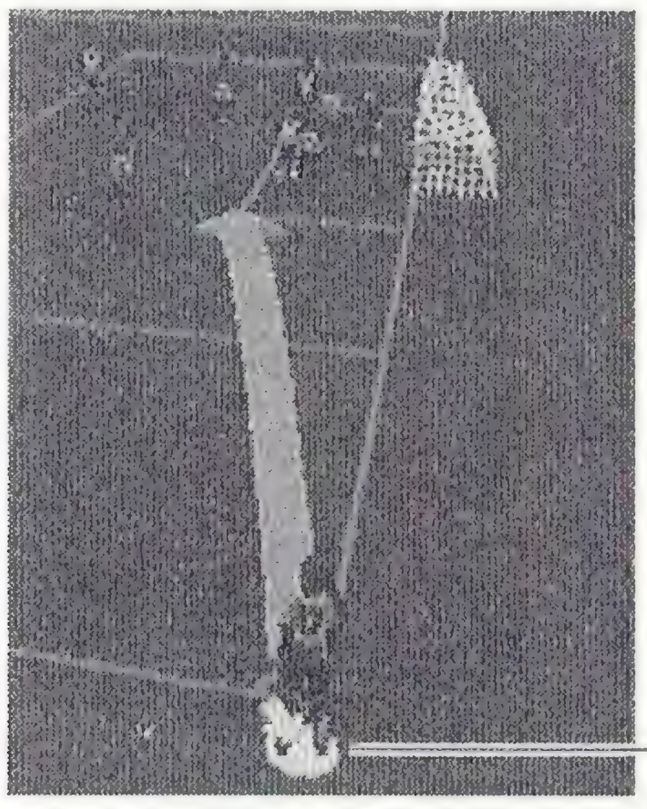
Use *Left SHIFT* and *Right SHIFT* to put a curl on your kicks.

Dead Ball Modes (Free Kick, Corner Kick, and Goal Kick)

Select from one of three modes before you kick a Dead Ball into play.

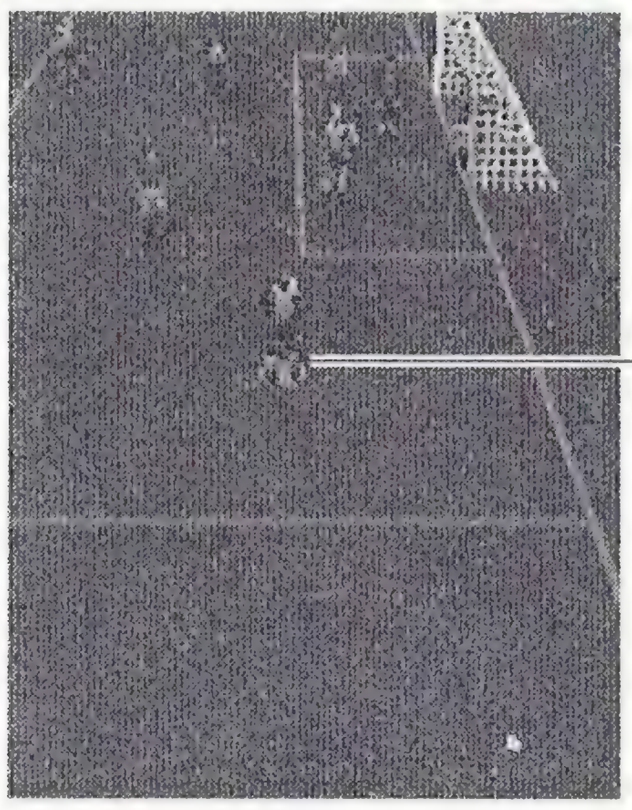
➡ To cycle Normal/Receiver/Target mode, press **Z**. Normal mode is the default.

Normal Mode



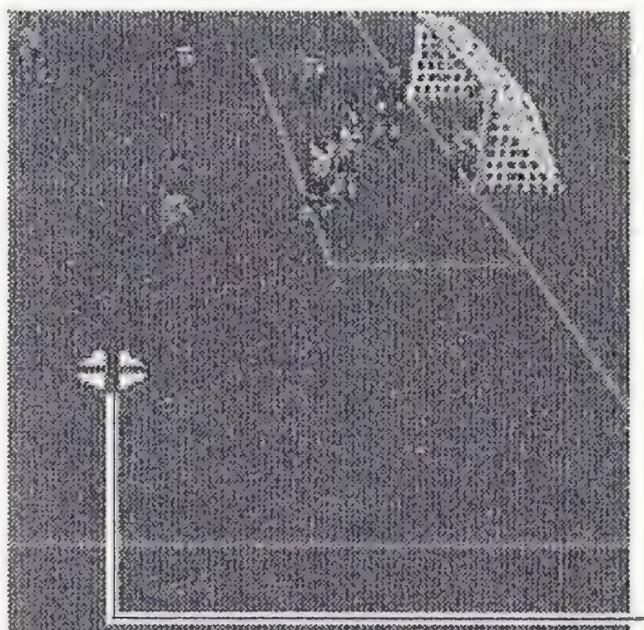
- While in normal mode, hold **A**, **B**, or **C** to **build strength** for your kick.
- To **set the height** (↕) and **direction** (↔) of the kick, press the D-Pad.
- To **kick** the ball into play, press **A**, **B**, or **C**.

Receiver Mode



- To **switch receivers**, press **B**.
- To **kick the ball** to the receiver, press **A** or **C**.

Target Mode



- To **move the target**, D-Pad.
- To **lob** the ball to the target, press **A**.
- To **pass** the ball to the target, press **B**.
- To **cross or clear** the ball to the target, press **C**.

THROW IN

THROW IN	The ball passes over either touch line. A throw in is awarded to the team that was not the last to make contact with the ball.

Dead Ball Modes (Throw In)

Select from one of three modes before you throw a Dead Ball into play.

- To cycle Receiver/Normal/Target mode, press **Z**. Receiver mode is the default.

Receiver Mode

Control the receiver.

- To **switch receivers**, press **B**.
- To perform a **high throw**, press **A**.
- To perform a **low throw**, press **C**.

Normal Mode

Control the player throwing the ball in.

- To **throw** the ball into play, press **A**, **B**, or **C**.

Target Mode

Throw the ball to a set target instead of a teammate.

- To **move the target**, D-Pad any direction.
- To perform a **high throw**, press **A**.
- To perform a **low throw**, press **B** or **C**.

PENALTY KICK

PENALTY KICK	A foul occurs within the penalty area against an attacker. A penalty kick is awarded to the attacking team.

SHOOTER

1. D-Pad to direct the shot.
2. Press **C** to kick.

- To switch shooters, press **B**.
- To switch kicking foot, press **A**.

KEEPER

- To move the keeper along the goal line, D-Pad ↔.
- To attempt a save, press **A**, **B**, or **C**.

CONTROLES DE JUEGO DETALLADOS EN ESPAÑOL

SU EQUIPO TIENE EL BALÓN...

NOTA: *Cuanto más tiempo mantenga pulsado el botón de acción, más potente será su volea, pase o lanzamiento a portería.*

GLOBO	**A**
Globo	Pulsar
Hacerse un autopase	Pulsar dos veces
Globo de ataque	Pulsar y mantener pulsado

ACELERAR	**X**
Aceleración explosiva	Pulsar o mantener pulsado

NOTA: Acelerar demasiado cansa a los jugadores.

PASAR	**B**
Pasar	Pulsar
Pase de ataque	Pulsar dos veces

PASE ATRÁS	**Y**
Pase en devolución	Pulsar
Controlar al receptor	Pulsar dos veces
Cancelar	Volver a mantener pulsado

DISPARAR	**C**
Disparar	Pulsar
Lanzamiento bajo	Mantener pulsado
Bombita	Pulsar dos veces

ESQUIVAR	**Z**
Saltar ante una entrada a ras de hierba	Pulsar
Tirarse	Pulsar dos veces

FIFA ROAD TO WORLD CUP 98

MODO DE HABILIDAD

Combinando **Right SHIFT** o **Left SHIFT** con varios botones de acción (**A**, **B**, **C**, **X**, **Y**, **Z**), puede llevar a cabo docenas de movimientos habilidosos.

EJEMPLO 1: Mantenga pulsada la tecla **Right SHIFT** para realizar un movimiento rápido hacia la derecha.

EJEMPLO 2: Mantenga pulsada la tecla **Left SHIFT** y pulse **X**. El jugador realiza un giro de 360° a la izquierda (para girar a la derecha, mantenga pulsada la tecla **Right SHIFT** y pulse el botón **X**).

AYUDA

Para realizar sus propios efectos sonoros tras marcar un tanto o cuando se le concede un gol, pulse *A*, *B*, *C* o *Y*.

EL CONTRARIO TIENE EL BALÓN...

ENTRADA A RAS DE HIERBA	**A**
Entrada a ras de hierba	Pulsar

ACELERAR	**X**
Aceleración explosiva	Pulsar o mantener pulsado

CAMBIO DE JUGADOR	**B**
Cambiar el jugador al que se marca	Pulsar o mantener pulsado

AGRESIVO	**Y**
Entrada/plancha con mala intención	Pulsar
Desplazamiento con la cadera o el codo	Pulsar dos veces

ENTRADA	**C**
Entrada	Pulsar

EL BALÓN ESTÁ EN EL AIRE...

En los balones aéreos, empiece a moverse lo antes posible para obtener ventaja. No deje de pulsar el botón hasta que el balón entre en contacto con el jugador.

CABEZAZO	
Cabezazo alto	Mantener pulsado **A**
Pase de cabeza	Mantener pulsado **B**
Cabezazo a portería	Mantener pulsado **C**

VOLEA	
Volea alta	Pulse y mantenga pulsado **A**
Pase de volea	Pulse y mantenga pulsado **B**
Lanzamiento de volea o chilena	Pulse y mantenga pulsado **C**

EL PORTERO TIENE EL BALÓN...

SACAR	
Sacar hacia un compañero	Pulsar **A** o **B**

CHUTAR	
Chutar a un compañero	Pulsar **C**

SOLTAR EL BALÓN	
Jugar el balón con el pie	Pulsar **Z**

NOTA: el portero equivale a un jugador de campo.

EN SITUACIONES A BALÓN PARADO...

Lanzamientos de faltas, corners y lanzamientos a puerta

➡ El modo por defecto es Normal. Para desplazarse por los modos Normal/Receptor/Destino, pulse **Z**.

- Utilice **Right SHIFT** y **Left SHIFT** para dar efecto a los lanzamientos.
- Cuando está en modo normal, mantenga pulsados **A**, **B** o **C** para que el chut adquiera más potencia.

NORMAL	
Defina la altura (↕) y la dirección (↔) del chut	D-Pad
Golpear al balón	**A**, **B** o **C**

RECEPTOR	
Cambiar el jugador que recibe el balón	**B**
Golpear al balón	**A** o **C**

DESTINO	
Mover el destino	D-Pad
Globo	**A**
Pasar	**B**
Cruzar/despejar hasta el destino	**C**

FIFA ROAD TO WORLD CUP 98

SAQUES DE BANDA

➡ El modo por defecto es Receptor. Para desplazarse por los modos Receptor/Normal/Destino, pulse **Z**.

RECEPTOR	
Saque alto	**A**
Cambiar el jugador que recibe el balón	**B**
Saque bajo	**C**
Saque atrás	**X**

NORMAL	
Sacar de banda	**A**, **B** o **C**

DESTINO	
Mover el destino	D-Pad
Saque alto	**A**
Saque bajo	**B** o **C**

LANZAMIENTOS DE PENALTI

LANZADOR	Para cambiar al jugador que va a lanzar el penalti, pulse **B**. Apunte con el D-Pad y pulse **C** para lanzar.
PORTERO	Para mover el portero por la línea de gol, pulse el D-Pad; para intentar parar el penalti, pulse **A**, **B** o **C**.

PAUSING THE GAME

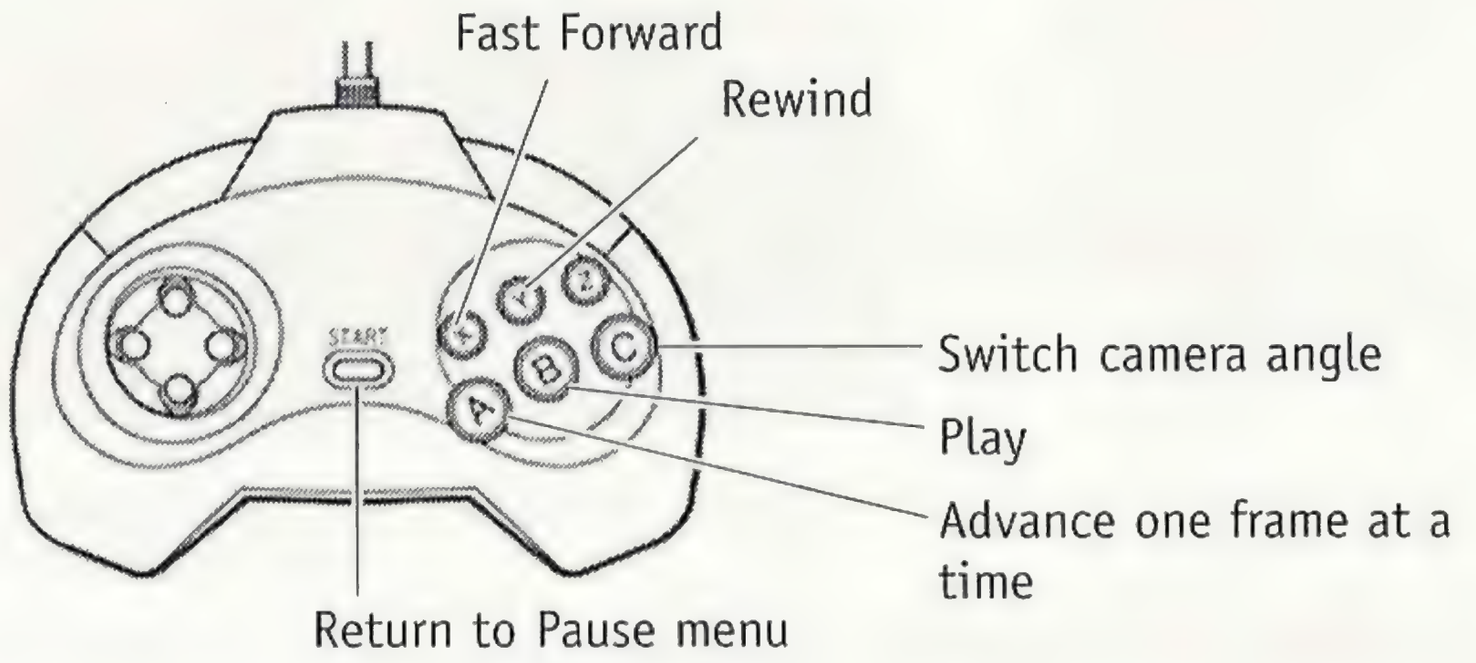
You may pause the game any time a match is in progress.

- To pause the game, press **START**. The Pause menu overlay appears.

RESUME MATCH	Return to the match.
INSTANT REPLAY	Replay a questionable call or relish a great play.

NOTE: Instant Replay is not available after red card infractions.

Instant Replay Controls



CAMERA	Select one of eight camera angles for outdoor stadiums and one of four camera angles for indoor play.
CONTROLLER SELECT	Alter your original controller setup.
CONTROLLER OPTIONS	Alter controller configurations.
TEAM MANAGEMENT	See *Team Management* on p. 34.
OPTIONS	See *Options* on p. 32.
MATCH STATISTICS	Check the score, number of shots, shots on target, corners, and fouls, and the area of the pitch where all the action took place.
SCORE SUMMARY	Check the time of each goal and the man who scored it.
BOOKING SUMMARY	Check bookings for both teams.
RESTART MATCH	Restart the match from the initial Kick Off.
QUIT MATCH	End the match and return to the Standings screen.
QUIT WORLD CUP/ QUIT LEAGUE	Exit the game mode and return to the Main menu.

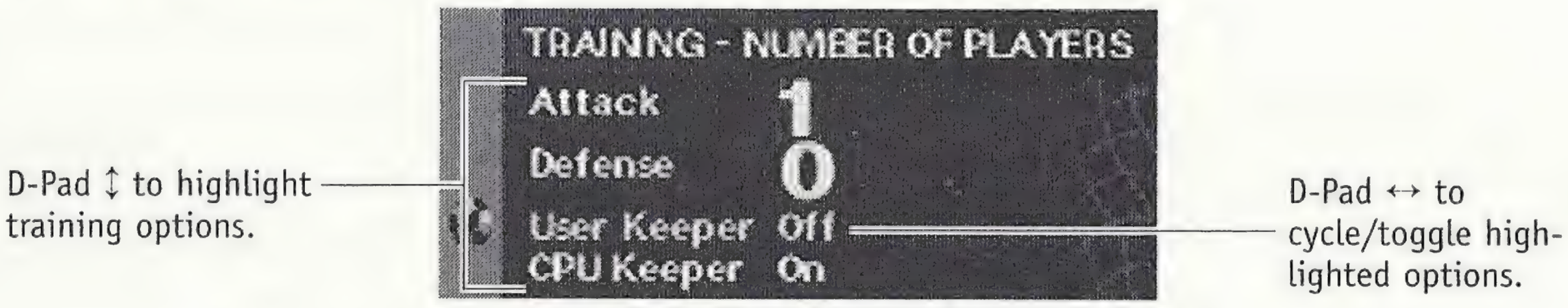
FIFA ROAD TO WORLD CUP 98

TRAINING

Select TRAINING from the Main menu to run drills and practice your game in a competitive atmosphere.

TO SET UP A DRILL

1. **Select a team:** D-Pad ↕ to toggle between leagues/zones and teams. D-Pad ↔ to cycle your selections, then press **START**.
2. **Select the focus (Attack or Defense) of your drill:** D-Pad ↔ to move your controller beneath Attack or Defense, then press **START**.
3. **Select a training scenario (i.e., drill):** D-Pad ↕ to scroll drills, then press **START**.
4. **Set your options:**



PRESS **START** TO BEGIN TRAINING.

NOTE: Training Options are not available for Penalties.

- To exit a drill, press **START**, then select QUIT TRAINING from the Pause menu.

DRILLS

PENALTIES

Attack: Score.
Defense: Defend the goal.

FREE KICKS

Attack: Score before the defense clears the ball.
Defense: Clear the ball over the half line or either touch line before the opponent scores.

Before the drill begins, an X appears on the pitch.

- To move the X and place the ball anywhere from the half line in (except the penalty box), D-Pad ↔↕.
- To begin the drill, press **A**.

CORNERS

Attack: Score before the defense clears the ball.
Defense: Clear the ball over the half line or any touch line before the opponent scores.

Before the drill begins, an X appears in a corner of the pitch.

- To toggle between the Left/Right corner, D-Pad ↕.
- To begin the drill, press **A**.

TRAINING MATCH

Attack/Defense: Gain control of the ball and shoot it into the opposing goal.

PENALTY SHOOTOUT

Determine a winner with a Penalty Shootout. Each team takes five penalty kicks. If teams remain tied after five kicks, teams shoot single-shot rounds until one team scores and the other doesn't.

- Select a team exactly as you would in any other game mode.

SHOOTER:
D-Pad to direct the shot, then press **C** to kick.

KEEPER:
D-Pad ↔ to move the keeper along the goal line.

To attempt a save, press **A**, **B**, or **C**.

CUSTOMIZE SQUAD

Utilize the game's customizing functions to edit team and player attributes, perform club transfers, or call up reserves to your national team.

- Press **START** to exit any Customize Squad screen. Be sure to save changes before advancing.

PLAYER ATTRIBUTE ABBREVIATIONS

Player attributes are rated from 0–99 (99 being best).

To view a player's attribute ratings:

1. Press **A** to activate the roster.
2. D-Pad ↕ to highlight a player's name.
3. D-Pad ↔ to cycle attributes.

Acl:	Acceleration	**Agl:**	Agility
Atb:	Attack bias	**Awr:**	Awareness
Bct:	Ball control	**Cre:**	Creativity
Fit:	Fitness	**Hac:**	Header accuracy
Pac:	Passing accuracy	**Rct:**	Reaction
Spw:	Shot power	**Sac:**	Shot accuracy
Spd:	Speed	**Tac:**	Tackles
Agg:	Aggression	**Pbs:**	Pass bias
Sbs:	Shot bias		

INTERNATIONAL SELECTION

Bring reserve players onto national squads or drop members to the reserves. National squads must number between 11 and 25 players.

NOTE: In Road to World Cup 98 mode, you can perform transfers only for the Qualifying Round.

To transfer a player between the reserves and team roster:

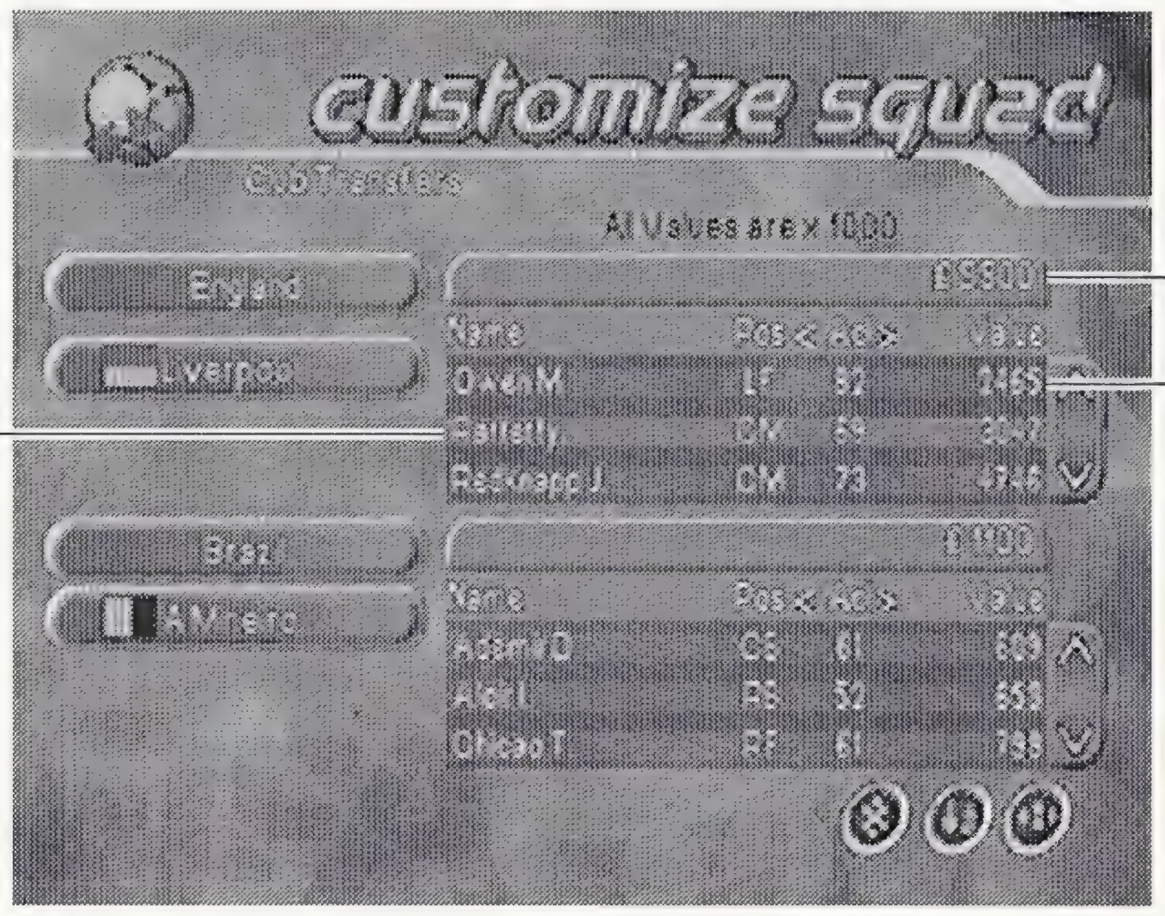
1. Press **A** to activate the roster.
2. D-Pad ↕ to highlight the player's name, then press **C** to select.
3. MAKE TRANSFER? Press **C** to confirm. The player's name transfers from one roster to the other.

CLUB TRANSFERS

Transfer players to and from any club team. Club squads must number between 11 and 20 players.

To transfer a player between club teams:

1. Press **A** to activate the roster.
2. D-Pad ↕ to highlight the player's name, then press **C** to select.
3. MAKE TRANSFER? Press **C** to confirm. The player's name transfers from one roster to the other.



NOTE: Each club team begins with a set bankroll. You can increase this bankroll only by transferring players to other teams.

PLAYER EDIT

You can edit the personal features and attributes of individual players. If you increase the value of any player attribute, you must equally decrease the value of others.

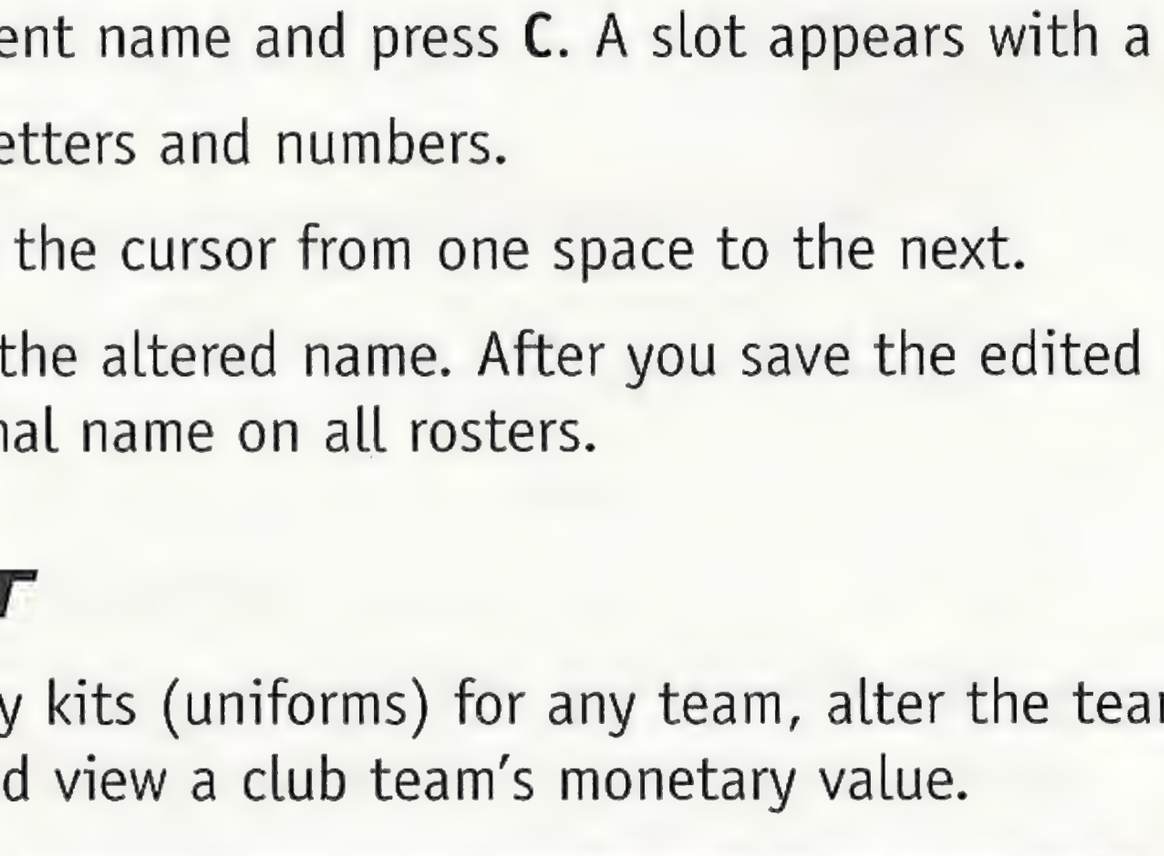
PRESS **A** TO CYCLE SCREEN SECTIONS.

To alter a player's name:

1. Highlight the current name and press **C**. A slot appears with a yellow cursor.
2. D-Pad ↕ to cycle letters and numbers.
3. D-Pad ↔ to move the cursor from one space to the next.
4. Press **C** to accept the altered name. After you save the edited player, the new name replaces the original name on all rosters.

TEAM EDIT

Adjust home and away kits (uniforms) for any team, alter the team's name, change a club team's flag, and view a club team's monetary value.

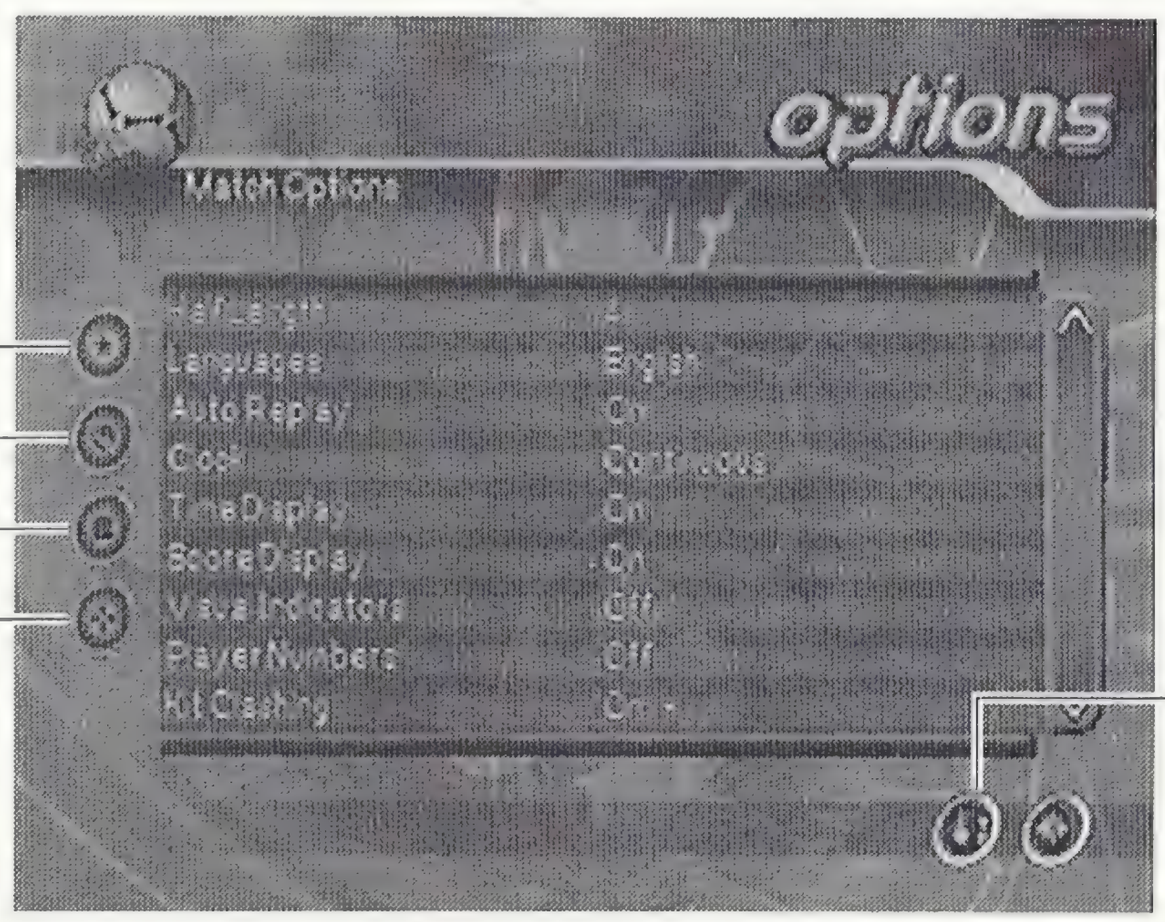


FIFA ROAD TO WORLD CUP 98

OPTIONS

Options Icon

You can select the Options icon from most setup screens. Use the options to customize your game. Below is a description of the options available in this game.



- To temporarily save changes, press **START**.
- To cancel changes, press **B**.

NOTE: Default options are listed in **bold**.

MATCH OPTIONS

HALF LENGTH	Set the half length to 2, **4**, 6, 8, 10, 20, or 45 minutes.
LANGUAGES	Display on-screen text in **English**, French, German, Italian, Spanish, Swedish, or Dutch.
AUTO REPLAY	Automatically replay all goals with this option **ON**.
CLOCK	Set the game clock to run **CONTINUOUS** or to stop during every OUT OF PLAY scenario.
TIME DISPLAY	Toggle the game clock display **ON**/OFF.
SCORE DISPLAY	Toggle the score display **ON**/OFF.
VISUAL INDICATORS	Toggle the passback indicators and crosshairs ON/**OFF**.
PLAYER NUMBERS	Toggle player numbers ON/**OFF**.
KIT CLASHING	Obtain a supplemental kit for one team if competing teams have similar colors. The home team has priority on retaining its original kit.
WEATHER	Set the weather for the match. This affects ball physics NOT screen graphics.
CAMERA	Set the camera angle for the match to Classic, Ball, Sideline, Goal, Shoulder, **Tele-Cam**, Action, or Stadium.

GAMEPLAY OPTIONS

OFFSIDE	Toggle **ON** to activate the Offside rule.
INJURIES	Toggle OFF to prevent player injuries from affecting gameplay.
REFEREE STRICTNESS	Determine how strictly the referee calls the match. Select **RANDOM**, and the referee's strictness varies. Select DEFINED and access the Strictness Slidebar (see below).
STRICTNESS SLIDEBAR	(Available when Referee Strictness is set to DEFINED) Set the slidebar to reflect how strictly the referee calls the entire match (100 being the most strict).
BOOKINGS	Toggle **ON**, and the referee hands out red and yellow cards for appropriate infractions.
SUBSTITUTIONS	Limit substitutions to **3** or 5 per match/per team or allow UNLIMITED substitutions throughout a game.
FATIGUE	Toggle **ON**, and players suffer from fatigue from too much running.
PLAYER ATTRIBUTES	EXAGGERATE skills such as running, passing, and shooting.
CATCH-UP LOGIC	Toggle **ON** to make it easier for the losing team to even the score.

AUDIO OPTIONS

Adjust the volume of game and menu sound effects, music, and in-game commentary.

CONTROLLER OPTIONS

Save a difficulty level and the amount of help you receive from the computer to one of eight controller configurations.

CONTROLLER CONFIGURATION	Cycle the eight configuration settings.
DIFFICULTY LEVEL	Set your computer opponent's overall skill level to **Amateur**, Professional, or World Class.
SHOT TARGETING	Control shot targeting with the D-Pad or let the computer (**CPU**) handle the direction of your shots.
SKILL MODE	Perform a variety of skillful moves, using assigned buttons. (See *Skill Moves* on p. 18.)
AI-ASSISTED HEADERS	Toggle ON and the computer performs headers for you.
AUTOMATIC CROSSES	Toggle **ON** to perform a cross pass for a player running down the wing with the lob button.
PASSBACK	Toggle **ON** to control the passing AND receiving player after a pass.
TEAM MANAGEMENT	Select AI ASSISTED to get team management assistance from the computer. (e.g., If you're down in players, the computer adjusts your formation to cover any holes.)

FIFA ROAD TO WORLD CUP 98

TEAM MANAGEMENT

Team Management Icon

You can select the Team Management icon from most setup screens and set up your team to perform to its maximum potential. (Additional options appear when you select TEAM MANAGEMENT from the Pause menu.)

NOTE: Be sure to save changes before advancing. Any Team Management changes made from within League or World Cup mode are specific to that tournament and are saved when that tournament is saved.

STARTING LINEUP	Assign starters from your team lineup.
SUBSTITUTE	(Pause menu only) Substitute your reserves into the game.
FORMATION	Set your team formation.

NOTE: You must field 11 players, including the goalie.

STRATEGY	Alter the positioning of the team as a whole.
AGGRESSION	Set the aggression of each player on your team.
KICK TAKERS	Designate players to take corner kicks, penalty kicks, and spot kicks.
POSITIONING	Alter the positioning of individual players on the field.
ATTACKING BIAS	Set the attacking tendency of an individual player.
MAN MARKING	(Pause menu only) Assign specific marking responsibilities.

SAVING AND LOADING GAMES

Following the completion of a match, you can save your League or World Cup progress from the Standings screen and Fixtures screen. If you exit the game mode without saving, you lose all progress made during that gameplay session.

NOTE: Never turn off the Sega Saturn system when loading or saving files.

Save Game Icon

Select the Save Game icon to save a tournament or season in progress. Names for the saved games are assigned automatically.

Load Game Icon

Select the Load Game icon to load a tournament or season in progress.

NOTE: A saved game has its own database. Any team changes you make within a saved game do not affect the settings for another game.

CREDITS

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